

CLAW & FANG

Number Seventy Six
March 8, 1977

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Deadline for my games is April 5th and for the Guest GM games April 2. Subscription
rate is 10 issues for \$3.00. (Airmail to Canada add 40¢) Sample copy 25¢. Game fee
is \$2.00. There are game openings with a guest GM. Diplomacy is copyrighted by
Avalon Hill.

This issue is dedicated to the Borneo porcupine (Hystrix crassispinis). Like all
other porcupines this species has sharp quills which give him an excellent defense.
To overcome the chance that an inexperienced predator might attack him or a large
animal accidentally step on him, the Borneo porcupine has a rattle. There is a cluster
of quills with open ends on his tail which rattle when he shakes his tail. Animals
learn to avoid this sound as they would a rattlesnake. Once again, it pays to advertise,
even if you aren't selling anything.

THE DIPLOMAT'S OTHER TABLE

Kangaroo Tail Soup

1. Pursue and subdue kangaroo.
This is most effectively done with a 16-ton truck with steel girder cross
bars welded across the radiator. Cheaper alternatives are a jeep, or you
can try sneaking upon the animal you have selected on a pogo stick.
2. Ascertain that the Kangaroo is moribund.
3. Separate the kangaroo's tail from the rest of the rest of the animal.
NOTE: It is important not to get Steps 2 and 3 out of sequence. It has in times
past led to the diminishment of the enjoyment of the meal by those who
neglected to observe the order of these steps.
4. Select a suitable 4 (imperial) gallon kerosene tin and fill it with water.
5. Collect enough firewood for a fire of about 7 days duration
6. Light fire, curl kangaroo tail into a circle, place in water, put tin on fire.
7. Select a suitable small pebble and place it in the tin in the center of the
curled kangaroo tail.
8. Boil until pebble is soft, then kangaroo tail soup is ready for human con-
sumption.
9. After the first spoonful, you will find that you have about 3.99 (imperial)
gallons of leftover. Not to worry. These can be used as a cheap grade of
motor oil, horse liniment, or can also serve as a lifetime supply of glue.
NOTE: Kangaroo Tail Soup makes a fine accompaniment to the traditional Australian
sandwich, a blue tongued lizard between two pieces of bark.

[This bit of April foolery was submitted by David Nelson who gleaned it from
THE JOHNSON WAXER or whatever their house organ is called. The real "Diplomat's
Other Table" is standing up on page 12. You can probably smell the calories from here.]

* * * * *

ANOTHER NEW GAME UNDERWAY

Formerly Karlinski 1:

1977M

GAMEMASTER: Edward P. Karlinski, Jr., 440 Cornell Ave,
Pemberton, New Jersey 08068, P.O.Box 88

SPRING 1901: POLISH TROOPS SEEK ASYLUM FROM KAISER AS AUSTRIANS AND ITALIANS
AMBASSADORS IN TYROLIA.

AUSTRIA: Michalski (3) A Vie*→Tyr, A Bud→Ser*, F Tri→Alb*

ENGLAND: Kendler (3) A Lpl→Yor*, F Lon→Nth*, F Edi→Nwg*

FRANCE: Ledoux (3) A Par→Pie*, A Mar* H, F Bro→MAO*

GERMANY: Fiaek (3) A Ber→Kie*, A Mun→Ruh*, F Kie→Den*

ITALY: Koenig (3) A Ven*→Tyr, A Rom*→Ven, F Nap→Tyr*

RUSSIA: McManus (4) A War→Sil*, A Mos→StP*, F Sev→Run*, F StP(se)→Bot*

TURKEY: Baumeister (3) A Con→Bul*, A Smy→Arm*, F Ank→Bla*

I will not accept general orders. I will not make collect phone calls to get
orders from those who NMR as it is the players' responsibility to get orders to me
and not vice versa. Fall 1901 orders are due in Pemberton on April 2.

3/8/77

1974GV

GAMEMASTER: FANGMASTER

FALL 1913: MUNICH BATTLE STILL RAGES. TURKS HOLD ONTO SPAIN
BUT ROMANIA AND BULGARIA GO TO CZAR.ENGLAND Kendter (13): F Iri* & F Bre* S F Eng* MAO, F Bal* & A Kiel* S A Ber,
A Ber* S A Ruh* Mun, F Nth* Eng, F MAO* Spa(sc), A Gas* & A Bur* S FRENCH A Mar,
A Fin* S F StP(nc)*H CTRS: Home, Bre, Par, Bel, Hol, Den, Nwy, Kiel, Swe, StP, Ber (13) evenFRANCE Burce (3, 1 short): F Por* & A Mar* S ENGLISH F MAO* Spa(sc)
CENTERS: ~~Spa~~, Mar, Por (2) evenRUSSIA Hanagan (8): F Tyr* Rome*, A Gal* Rum*, A Sil* & A Tyo* S A Mun* H,
A Lva* S A Mos* StP*, A Pru* Ber CTRS: Mos, War, Vie, Con, Gre, Ven, Bul, Mun, ROM, RUM (10)
build 2, room for only 1 build.TURKEY: F Lyo* S F Spa(sc), F Spa(sc)* S A Pied* Mar, F Naf* MAO, F EMed* Ion*,
F Ion* Tun*, F WMed* S F Spa(sc), A Boh* S RUSSIAN A Mun, A Tus* PiedCENTERS: Ank, Smy, Ser, ~~Mun~~, Tri, Sev, Bud, ~~Mun~~, Nap, Tun, SPA (9) even (Neal)Winter 1913 and Spring 1914 due April 5. There has been a call for a vote on
an English-Turkish 2-way draw.

1975GC

GAMEMASTER: FANGMASTER

SUMMER 1907: Italy A Mun R Tyo

FALL 1907: SULTAN'S MISCUE ALLOWS CZAR INTO SEVATOPOL

ENGLAND Holmes (8): F Eng* H, F Nwy* Nth*, F Bre* Gas, F NAO* MAO*, F MAO* Por*,
A Gas* Mar, A Par* H, A StP* H CTRS: Home, Nwy, StP, Swe, Bre, Par, POR (9) build 1FRANCE Forte (2): F Spa(sc)* S A Mar, A Mar* S F Spa(sc) CTRS: ~~Spa~~, Spa, Mar(2) evenGERMANY Nelson (4): F Hol* H, A Mun* Tyo, A Bur* S ENGLISH A Gas* Mar,
A Kiel* Mun CENTERS: Kiel, Hol, Den, Bel, MUN (5) build 1ITALY ~~Torrey~~ Kahan (3): A Tyo* Tri, A Apu* Ven*, A Tyr* Ion CTRS: Ven, ~~Mun~~, ~~Mar~~(1)-2RUSSIA K. Willemsen (7): F Rum* S A Mos* Sev*, A Ukr* S A Mos* Sev, A Boh* Vie*,
A Bud* S F Rum, A Gal* S A Bud, A Ber* H (unordered)
CENTERS: Mos, War, Sev, Bud, Rum, Vie, Ber (7) evenTURKEY Rogowski (10): F Nap* S F Rom, F Bla* S A Sev* Rum NSO, A Bul* S A Sev* Rum NSO,
F Tun* S F Aeg* Ion*, F Rome* S F Nap, A Con* Ank*, A Arm* H (unordered), A Sev* Rum NSU
A Ser* Bud, A Tri* S A Ser* Bud CTRS: Home, Bul, Gre, Ser, Tun, Tri, Rome, Nap(10) evenWinter 1907 and Spring 1908 due April 5. John Torrey has resigned as Italy.
Shel Kahan takes over what is left of the position. (5918 3/4 Barton Ave. Los Angeles 90038)

1974CZ

GAMEMASTER: FANGMASTER

FALL 1914: NOOSE RIGHTENS AROUND ITALY; ORDERS UNABLE TO
GET THROUGH.ENGLAND Hightower (6): F Nwy* Nth, F Eng* Nth, F Naf* WMed*, F Bar* S A StP,
F Nth* Nwg*, A StP* S GERMAN A Mos CENTERS: Home, Nwy, StP, Bre (6) even

FRANCE Reynolds (3): F Tun* S F Lyon* Tyrr*, A Pied* Tus* CTRS: Por, Spa, Mar, TUN(6)+1

GERMANY Kendter (11): F Swe* H, F Den* H, A Sil* S A War* Gal, A Boh* S A Vie,
A Bel* H, A Vie* S A Tyo* Tri, A Mos* S A Ukr, A Ukr* S A Gal* Rum
CENTERS: Home, Den, Hol, Par, War, Swe, Mos, Bel, Vie (11) evenITALY Klein (4, 1 short): NMR F Nap* H, A Ven* H, A Apu* H CTRS: Home, ~~Tyr~~(3) evenTURKEY Hudec (10): F Ion* S FRENCH F Lyon* Tyrr, F Alb* & F Acr* S A Tri,
A Tri* S A Bud, A Bul* & A Sev* S A Rum* H, A Bud* S A Tri, F Bla* S A Sev,
A Ser* S A Bud CENTERS: Home, Sev, Rum, Bul, Gre, Tri, Ser, Bud (10) evenWINTER 1914 and SPRING 1915 due April 5. I am asking for standby orders for
Italy from: Thomas R. Slaughter, 7386 Kingsbury, St. Louis, MO 63130

* * * * *

There has been a heavy usage of standbys in this issue. Anyone desiring to
be a standby please let me know. There is no charge other than the subscription.

Inserts in this issue are 1975V, 1976EC, and 1976II. 1976EF, 1975HF, and
1976BW all have later deadlines and will be sent at that time.

THE ADVENTURES OF FANGMASTER

A Thirst For Knowledge

I don't know how closely those of you in the rest of the country are following the Northern California weather but we have been experiencing the worst drought in our recorded weather history. Things are so bad in Marin County (according to Herb Caen in the San Francisco Chronicle) that a lady fainted and they tried to revive her by throwing dust in her face. Indeed, Marin County is undergoing water rationing and we all may have it in Northern California. Rationing might not be too hard on me. I can't give up baths. Watering the lawn only encourages it. And I long ago gave up drinking water--although I sometimes like an ice cube or two in my drink.

But the irksome thing about this drought is that Southern California has gotten more rain than the "water rich" north they were always begging water from. Since their swimming pools are still filled, the bartenders are still watering their drinks, and my nephew is still taking showers, I decided I better give the area a first hand investigation.

Waiting for the long weekend in February, and without even the DinkiCon as an excuse, Helpmate and I boarded a Western Airlines Champagne Flight and headed south. Actually, all Western flights are Champagne Flights. The ~~waitress~~ stewardess comes around and asks if you want to purchase a cocktail, or partake of free coffee or of free champagne. Of course, there is no real choice even though coffee has become more expensive. After emptying a glass of the bubbly the ~~waitress~~ stewardess comes around and refills it. It isn't long before I am flying higher and faster than the 727. I usually make a feeling-no-pain landing about five minutes ahead of the plane. I just hang around the runway waiting for Helpmate to come in with the rest of the passengers.

Once in Los Angeles we were met by Brother-In-Law and family who had agreed to put up with us--put us up for the next three days. Since they were making this sacrifice, the least I could do was forget about my diet while I was there. I could chronicle all the food I ate during these three days but then this is not Gourmand magazine. I can testify that at least one restaurant still gives you water without you asking for it and that Nephew indeed has not given up showering--a state of being that has only come on since the water shortage.

While I was conducting this extensive research, Helpmate and Sister-In-Law were planning something else for me. Sunday on a pretext of showing me actual water in that cement drainage ditch known as the Los Angeles River, I soon found us on the freeway heading for Pasadena. Why, I asked; USC won the Rose Bowl 6 weeks ago; surely all the floats have made it past the NBC reviewing stand; and I don't even like little old ladies with or without tennis shoes.

We wound up at the Norton Simon Museum of Art. It was part of Helpmate's continuing effort to expose me to culture. I acquiesced without a battle since it was time to start getting in shape for our upcoming trip to France where my legs, body, and mind are constantly having their endurance tested. The Norton Simon Museum proved more than equal to the task of testing or I am out of condition. Without seeing everything there was to see, I developed a monumental appetite and thirst, and pains in the legs. In addition to an extensive collection of paintings, one room was devoted to ancient Indian (Far East) statues. There were a number of the four armed varieties. Just think of simultaneously stabbing three Diplomacy players in the back and still offer the olive branch in the fourth hand.

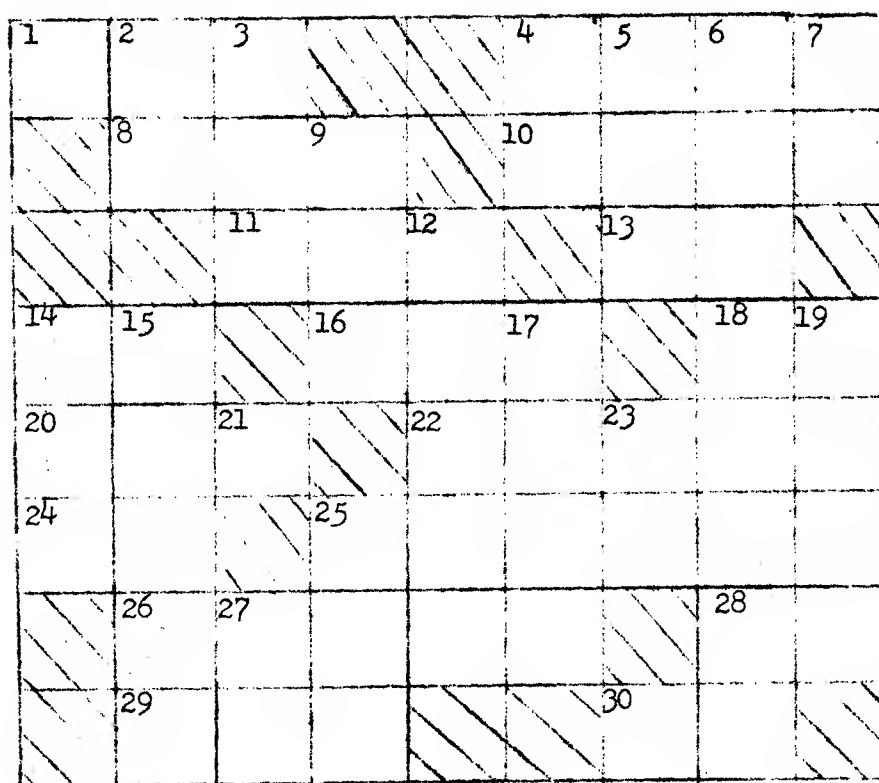
The room that finally did me in was one that was filled with nothing but Goya prints. Once could paper a house with them. There were proofs, first impressions (colored), first impressions (plain), and eighth impressions, all of the same pictures that didn't do that much for me in the first place. On the other hand, some of the caricatures were pretty grotesque and it was a lot like looking through my family album.

We returned to Los Angeles by way of the smog lined freeway teeming with cars. It made me reresolve never to move back to Los Angeles which I think was Brother-In-Law's purpose.

What happened in Sacramento while we were in Los Angeles? It rained, of course. However, the drought is not over. I shall continue not to bathe, water my drinks, or encourage the lawn--unless Helpmate makes me.

THE PUZZLE PAGE

From Mike Boggs:



DOWN

1. An article.
2. 16 ozs.
3. A French province. (abbr)
4. A Suffix used to pluralize some nouns.
5. Iberian country. (abbr)
6. German provinces.
7. Opposite of "off".
9. Jutland. (abbr)
12. Inhabitants of 9 down.
14. Polar sea. (abbr)
15. Inhabitants of a Balkan country
17. Iberian country. (abbr)
19. What to give up Diplomacy for.
21. ___-string.
23. Good ___ Charlie Brown.
25. A low country. (abbr)
27. Egyptian sun god.
30. First person, singular pronoun.

ACROSS

1. Balkan Country. (abbr)
4. Gasoline for nostalgia buffs.
8. Austrian home center. (abbr)
10. Twirl.
11. Color of a European power
13. Man's name
14. Contents of Diplomacy letter. (abbr)
16. Italian seaport. (abbr)
18. Scene of recent Chicago disaster. (abbr)
20. Sea named after Theseus' father (abbr)
22. Hangman's "friend".
24. B&O ___ (abbr)
25. German city.
26. French seaport.
28. Toward
29. My gal ___.
30. Third person, singular conjugation of "to be".

ANSWER TO LAST
MONTH'S PUZZLE

A U S T R I A * +
S H O O E D + H I
+ + F U R O R E S
+ J U G U L A R +
D O N H O R T O N
O R + + T O + N O
+ D E T E C T + +
N A N A + K O E D
U N D O + S O L O

ANSWER NEXT MONTH

YOU BE THE GAMEMASTER

Adjudicate these moves. (assume no other units involved)

1. FRANCE: F Bre→Pic
ENGLAND: A Pic→Bre
2. FRANCE: F Bre→Pic
ENGLAND: A Pic→Bre, F Eng C A Pic→Bre
3. FRANCE: F Spa(nc)→Por
ENGLAND: F Por→Spa(sc)

(answers on page 11)

1975GD: THE WRAP UP

The Supply Centers and Players:

	00	01	02	03	04	05	06	07	
AUSTRIA	3	5	6	7	9*	9	9	9	Stephen Hall (draw S'08)
ENGLAND	3	5	4	4	3	3	3	3	Mike Hudec (draw S'08)
FRANCE	3	5	5	5	5	5	5	5	Mark Zimmermann (draw S'08)
GERMANY	3	5	5	6	6	6	6	6	Bruce Wayman (drF'04) Mike Willemsen (drawS'08)
ITALY	3	4	4	2	1	1	1	1	Charles Neal (draw S'08)
RUSSIA	4	5	5	3	3	3	3	3	Robert Wartenberg (draw S'08)
TURKEY	3	5	6	7	7	7	7	7	Joel Klein (draw S'08)

GAMEMASTER: FANGMASTER

The Players' Statements:

STEPHEN HALL: This is a loser's statement--there were no winners. The sorry conclusion of this game coincides with my withdrawal from active Diplomacy play. It is tempting to ascribe my departure to the frustrations which I experienced over the course of this game, but in fact my decision was made a year back when I concluded I had seen enough of the Diplomacy world, that the point of diminishing returns had been reached. My interests are moving in other directions. I would have preferred a more honorable conclusion to this game, and would have demanded it, along with Joel Klein, had I been sustaining my interest in the hobby. We are both embarrassed to have allowed ourselves to be forced into a seven-way draw. Had either of us considered that we had a reputation to uphold, we would never have willingly agreed to such an end. My reputation now is of no consequence, but I urge all readers to remember the names of the French, English, and German players in this game. You may encounter them again, and you should know that they have no spines, no technique, no sense of Diplomacy.

I have little desire to go into detail in my criticism. I expect that Joel will do that if he comments. To me, the simple fact of the draw itself says enough. What an enormous waste of time. I suppose it is natural that the player who had the most centers at the end would be most frustrated over the draw. But if I were Italy, with one center, I would be laughing in amazement that players who long ago could have eliminated me as totally superfluous were insisting to the end that I be included in the draw. And if I were England, after the shabby way I had been treated by France and Germany, I would have wielded the knife at the first good opportunity. There were many. But I was Austria, and having struck a game-long agreement with Turkey, I tried, in turn, to work with each of the western powers to achieve an amicable three-way draw. I could find no one with any vision.

So this is my swan song. I leave with my one victory, (in Claw & Fang) tucked under my arm, the memory of many satisfying and well-earned draws and the establishment of a few lasting friendships acquired through five years of Diplomacy. The friends know who they are--I need say no more about them here. Many of them have also departed the ranks of Diplomacy VIPs. My favorite moments in Diplomacy involved my creation of the character Talleyrand, whose mythical exploits as recorded in Diplomacy World begat the true life romance of Doug and Marie. I take partial credit (but no responsibility) for that match.

My recommendation for other players is for no one to prolong their sojourn in the Diplomacy world. Those that do have arrested their development at a trivial stage in life. It is much too precious and fleeting to be spending so many years of it hunched over a map, or writing letters to fellow cretins convincing them of your "honorable" intentions. When you do bow out, try to do so gracefully, without suddenly dumping all your obligations. I cannot recall a game which retained all the starting players through to the end. The game is rough enough without the NMR's that pop up constantly.

The GMs of all my games have my fervent appreciation. Having recently joined their ranks (albeit as a Kingmaker GM), I am aware of the hard work involved. I
(continued overleaf)

think I was lucky. Only one magazine folded entirely from under a game of mine (altho several phased out quickly upon completion), and only one GM was clearly incompetent. (Not you, Fangmaster.) I'm glad I played the game I played, and I am glad it's over. No thanks to 75GD (I should have known from the letters), but I will forget that fast. The game of Diplomacy is great; only the players (myself included) are fallible.

MIKE HUDEC: I started out this game with a game long alliance with France. Things were going pretty well, and we were both up to 5 centers, when in Spring 1902 I came under a three way attack from Russia, Germany, and France. Things looked bad. However, they had made one elementary mistake in their stab: It didn't really accomplish anything. France and Germany had succeeded in annihilating my A Bel, but I still had four fleets with which to defend the old island. There was a good chance that this number would go down to three, however, because Russia had kicked me out of Norway. I managed to sneak into Denmark in the fall, and remained at four centers going into 1903. I managed to disrupt a convoy attacking Denmark in Fall 1903 (bless Verheiden's Rule!), and was still at four centers in 1904, even though my enemies had roughly three times the supply centers that I had. I finally lost a center in 1904, after which I sent a congratulatory letter to France. All during this time, I had been sending off letters to France every turn, deafening him to the threat in the east. He wouldn't listen. Neither would Germany or Russia though God knows I tried to make them listen. Finally, I received word that Bruce Wayman had quit as Germany, and had been replaced by Michael Willemsen. It turned out that he had some sense, and he broke off the attack on me, taking France and Russia with him. They set up a very good line in the north and in the center, but we had some tense moments in the south (I had joined fully in the effort to stop the Eastern powers), but we finally got it set up to our satisfaction, and the draw came soon afterwards. There were efforts made to break up our alliance on the basis that a seven-way draw was the chicken's way out, but I notice that all these pleas came from either Austria or Turkey. We in the north knew that if anyone stabbed anyone else, there went the balance of power that kept the game a stalemate. Even Italy proved most valuable for one turn, cutting a crucial support. If I had allowed him to be annihilated (as I was tempted to do), we could not have held our line in the south. Everyone earned his place in the draw, and I want to congratulate everyone, and Don Horton for a well GMed game.

MARK ZIMMERMANN: I apologize to the other players for pushing for the draw, and I thank everyone for voting for it. It entered this game hoping for a quick and bloody battle with the 2-week deadline; when C&F went monthly, I lost interest. Sorry.

MIKE WILLEMSSEN: I came in as a substitute player for Germany. At that point, the Russo-German alliance against England was a long ways from success, while Austria and Turkey were pressing hard on Germany's frontier. I therefore called off the attack on England and, with Russian help, set up a defensive position in the East. Fortunately England and France recognized the Austro-Turkish danger too, and established a defensive position in the south.

Turkey and Austria offered to admit me to their alliance, and work for a three way victory. I seriously considered the offer, but finally rejected it. The German defense line was so thin that any German move against England or Russia would have laid me open to an Austrian stab that I could neither protect against nor counter. Having no long lasting relationship with Austria that would justify my trusting him so completely, I decided to reject his proposal.

Perhaps if I had been in this game from the start I would feel frustrated at the outcome. But having entered as a substitute and helped to engineer the combination that prevented an Austro-Turkish sweep, it feels more like a moral victory.

JOEL KLEIN: [This final statement was actually submitted as a press release with the last move.] Evanston: You were right, Mark ... we are friends! I suggest that it doesn't alter my statement about the way this game was/is being played. If you wish to talk about insulting, check Mike's statement: either he should have his eyes checked or alter his logic structure.

(continued on page 7)

3/8/77

What we have here is Austria-Turkey apparently versus everybody. Now what exactly are we facing? We are facing opponents who will not even eliminate two powers totalling four centers to make this a respectable size draw. No offense to either Messrs. Neal or Wartenberg, but I'm sure either would agree that their presence is not crucial to the maintenance of a line--in fact, Russia could cause slight difficulties behind your line, but the basic line is in the Med. and Germany. Since Mike is apparently unable to see a smaller draw, I call this either illogical or unimaginative.

Next we are told that any new alliance structure must entail the split of Austria and Turkey. Well, friends, we made more than one offer, in good faith, to agree to a 3-way draw with a third power from the west. Incredibly, it was turned down by players who feared losing their share of a 7-way draw! I might add that this is as good a finish as might be expected in these circumstances. Except possibly for Germany: since he would clearly be the dominant power I imagine he might like to aim for more.

As a closing thought, I wonder about this question of alliance. The gentlemen in the west have spent the better part of this game fighting among each other (except for Mr. Willemsen, who recently entered the game). In a panic they ceased fighting to throw a line together--then this collection of unlikely allies says "7-way draw or break up."

Maybe you are right, Mark. Perhaps everyone will vote 'yes' in the near future, and we'll put this game away. And we'll all have participated in a game in which the majority of participants were willing to end the same way they started--1 of 7.

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1976B0

GAMEMASTER: FANGMASTER

SPRING 1904: NEW ENGLISH MONARCH TAKES COMMAND. AUSTRIA
MISSES CHANCE TO RETAKE TRIESTE.

AUSTRIA Cusak? (2): NMR A Vie* H, A Ber* H

ENGLAND ~~Forte~~ Forte (7, 1 short): F Eng* S A Bre, F Swe-Nwy*, F Den* S GERMAN
A Kie, F Iri*-MAO, A Nwy-Fin*, A Bre* S GERMAN F Bel-Pie NSO

FRANCE Burce (3): F MAO* S A Gas*-Bre, A Mar-Spa*

GERMANY Willemsen (5, 1 short): F Bel-Hol*, A Mun* S A Kiel, A Kiel* S A Mun,
A Par* H

ITALY Sokolitsky (5): F Lyo-Mar*, F Adr* S A Tri* H, F Tyr-Med*, A Ven-Pied*
COA RUSSIA Seensny (6): F Bal-Both*, A Lva-StP*, A Pru-Sil*, A Gal-Boh*, A Boh-Tyo*,
A Bud* S AUSTRIAN A Vie-Tri NSO

TURKEY Verheiden (6): F Gre* S F Aeg-Ion*, F Ion-Tyr*, F Smy-Med*, A Bul* S A Ser,
A Ser* S AUSTRIAN A Vie-Tri NSO

Fall 1904 due April 5. Change of address for Len Seensny to 2016 N. Adams #610,
Arlington, VA 22201

1075EL

GAMEMASTER: Bob Wartenberg, 44 Buckeye Rd., Groton, CT 06340

SUMMER 1908: Italy F Tyr R Tun

FALL 1908

COA AUSTRIA Boggs (2): A Rum*-Bul, A Ser* S RUSSIAN A Bul-Gre CTRS: Ser, Rum (2) even

ENGLAND Robinson (6): F Edi*-Cly, F Nwg*-Cly, F Lon*S F Nth* H, F Den* H,
A Yor*-Lvp CENTERS: Edi, Lon, Den, Nwy, Swe, StP (6) even

FRANCE Diehl (15): F Tun-Tyr*, F Ion-Nap*, A Apu*S F Ion-Nap, F Tus-Rome*,
A Pied-Ven*, A Tri* S RUSSIAN A Bud NSO, A Gal-War*, A Ber-Pru*, A Kiel*-Den,
F Bel* S F Eng, F Eng* H, F Hol* H, A Lvp* S F Cly, F Cly* H, F NAO* S F Cly

CENTERS: Home, Spa, Por, Bel, Hol, Kie, Ber, Mun, War, Lvp, Tri, Ven, Tun, ROME, NAP
(17) build 2

ITALY Holmes (3): F Tyr-Lyo*, F Nap H /d/ R.... CTRS: ~~Apv~~, ~~Vdp~~, ~~Vdd~~ (0) out

RUSSIA Kenster (4): A Mos* S F Sev*H, A Bul-Gre*, A Bud*-Rum
CENTERS: Mos, Sev, Vie, ~~Vdp~~, GRE, BUD (5) plus one but no room to build

TURKEY Eisen (4): A Con* & F Aeg* S A Arm-Bul*, F Bla C A Arm-Bul
CENTERS: Con, Ank, Smy, ~~Vdp~~, BUL (4) even

WINTER 1908 and SPRING 1909 due April 2.

Change of address for Mike Boggs to 1623 Victory Blvd. #2, Glendale, CA 91201.

1977A

GAMEMASTER: Lee Kondter, 4347 Benner St., Philadelphia, PA
FALL 1901 19135AUSTRIA Karlinski: F Alb-Gre, A Rum-Ser /d/ annihilated, A Bud \$ A Rum-Ser
CENTERS: ~~7/7~~, Bud, Vie, GRE build 1ENGLAND Smith: F Nwg C A Edi-Nwy, A Edi-Nwy, F Nth-Den CTRS: Home, NWY build 1FRANCE Cathcart: A Pic-Bel, F MAO-Por, A Mar-Bur CTRS: Home, BEL, POR build 2GERMANY Don Ditter: A Kie-Den, A Mun-Bur, F Hol S Eng A Edi-Bel (NSO)

CENTERS: Home, HOL build 1

ITALY Kahan: A Ven-Tri, F Ion C A Apu-Tun, A Apu-Tun CTRS: Home, TUN, TRI build 2

RUSSIA Bassett: A Gal-Bud, A Ukr-Rum, F Sev S A Ukr-Rum, F Bot-Swe

CENTERS: Home, RUM, SWE build 2

TURKEY Forester: A Bul-Ser, F Con-Bul(sc), A Smy-Ank CENTERS: Home, Bul build 1

STILL NEUTRAL: SPA, DEN, SER

Winter 1901 due April 2.

PRESS: (Paris) The direct assault on French territory was a foreseeable act of Hun aggression and an unacceptable interference with France's innocent attempt to deploy her self-defense forces. Frenchmen and French-speaking peoples, rally to the tri-colors! Alsace by Christmas!

1975GU

GAMEMASTER: Alan Cathcart, 6427 King Louis Dr., Alexandria VA
FALL 1908: MORIOR SLUMBERS; FRENCH VICTORY PROPOSED BY
BY ANONYMOUS PARTYAUSTRIA Purce (10): MMR A Pic* H, A Ven* H, A Mun H /d/ annihilated, A Tyr* H,
A Sil* H, A Ber* H, A Gal* H, A Boh* H, A Pru* H, F Naf* HCENTERS: Home, Ser, Ven, Tun, Rome, War, Ber, ~~1/1~~ (9) evenENGLAND Karlinski (9): A Hol* S A Kie, A Kie* S FRENCH A Bur-Mun, A Ruh* S
FRENCH A Bur-Mun, F StP(nc)* H, F Nwy* S F StP, F Den-Nth*, F Hol* S A Kie, F Iri-MAO*,
F Eng* S F Iri-MAO CENTERS: Home, Nwy, StP, Swe, Den, Hol, Kie (9) evenFRANCE Reynolds (6): A Bel-Bur*, A Bur-Mun*, A Mar* S F Spa, F Spa(sc)* S A Mar,
A Gas* S A Mar, F MAO-Por* CTRS: Home, Spa, Por, Bel, MUN (7) build 1TURKEY Carroll? (9): MMR A Mos* H, A Lva* H, A Rum* H, F Aog* H, F Lyo* H,
F Wes* H, F Tyr* H, A Gre* H, F Ion* H CTRS: Home, Bul, Rum, Sev, Nap, Mos, Gre (10) even

PRESS: (Paris) A highly-placed official said today, "We are tired of being ze nice guys. We 'ave tried to keep this game amiable and--'ow you say 'pas sérieux'??-- but no more. Now, we are going for the jugulaire, no?"

The 3-way draw vote failed. Two votes are required this turn, as the following have been proposed: (1) A four-way draw; (2) A concession to France with England 2nd.

Turning to administrative matters--I tried unsuccessfully to telephone the MMRs. I was embarrassed to learn that someone had telephoned at 9 p.m. to leave a message with one of the partners of the law firm in which I am an associate. In short, there is a new rule: telephoned orders must be given to me or my wife.

Winter 1908 and Spring 1909 are due April 2. Just to put things in perspective--there is a one year old child running around this place who was barely conceived when this game began. If it goes on much longer, I'm going to make her a standby.

I am requesting standby orders for Turkey from Sheldon Kahan, 5918 3/4 Barton Ave, Los Angeles, Calif 90033. [Standby orders for Austria are not being requested since the MMR was caused by Gary mistakenly sending his orders to me (Fangmaster) instead of the GM. In such a case I will send them on to the GM if there is time. In this case there wasn't. So please, everyone, send your orders to your GM.]

* * * * *

MONTHLY HOROSCOPE

Pisces (born Feb 19 to Mar 20)

You are very emotional, love romantic places, and enjoy small intimate parties. Most Pisceans like to work near the water. A typical occupation would be crabber, sponge fisherman, or smuggler. Hobbies would include surfing, scuba diving, and smuggling. For the coming year you should be careful to keep your foot out of giant clam shells and your hands to your self.

AS THE GREAT K'DOO BIRD OFTEN SAYS: K'DOO!

These pages provided for Claw & Fang by Scott Hightower, GM for the Mensa 5 Game 1975HG. Address: 3118 Lamar Drive, Lexington, KY 40502. Tel: (606) 269-2581.

1975HG

Addenda to Fall 1906: ENGLAND: A Den*S A Hol-Kie; A Nwy*-StP (Correction) Spring 1907:

AUSTRIA(Stephen Locke?)(NMR)(6) A War*, Sil*, Bud*, Vie*, Boh*, Trie* all H.

ENGLAND(David Reynolds)(7) A Lia-StP*; F Nwg-Nth*; F Liv-Iri*; F NAO* S

F Liv-Iri; F Wal*-Eng; A Nwy* H; A Den*-Kie

FRANCE(Arnold Vagts)(7) F Bre* S TUR F MAO-Eng; F Mar-Spa(sc)*; A Spa-Gas*

A Hol-Kie*; A Ruh* S A Hol-Kie; A Bel-Hol*; A Bur-Bel*

GERMANY(CD)(1) A Ber H//d//(Will R OTB)

ITALY(Sid Jolly)(6) F Nap-Apu*; F Ion* H; A Ven*H; F NAF* S TUR F WMed-MAO

A Kie-Ber*; A Mun* S A Kie-Ber*;

TURKEY(Don Dewsnap)(7) F MAO-Eng*; F WMed-MAO*; F Bla-Con*; A Arm-Smy*;

A Mos-Lia*; A Sev-Mos*; A Ukr* S A Sev-Mos

(Press)Constantinople: Contact with runaway fleets lost. Reported still advancing.

Will Paul Funkenbusch, 110 W. South Ave, Houghton, Mich 49931

please submit orders for AUSTRIA for Fall 1907?

FALL 1907 orders due in Lexington NLT 2200EST, Friday, 2 April 1977. If Italy is the only player to get a build in the Winter as a result of the Fall moves, and if all players submit Spring orders, we will publish Fall and Winter 1907 and Spring 1908 together.

BOURSE WINNERS' STATEMENTS:

"My thanks to Paul and Scott for Gning the game. My win was a combination of luck and the observation that the market was undervalued throughout most of the game (That is, the sum of the sell prices was less than 400). So, I always tried to keep all of my money in currency and often went negative in gold. The luck consisted of France not being allowed to remain after I sold Francs short. (Had France survived, I might have been the booby prize winner.)" -David Scott.

"Ha ha ha ha ha ha. You dummies! Listen guys, i bought 19,400 francs and 2,900 lira, and I still came in second! That's 22,300 pieces of toilet paper, for those of you who can't add...and still I came in second! What's wrong with you guys?? I tell you what's wrong with most of you: you were just sitting around on your fat okoles while idiots like me were walking away with the game. And with only 5 players remaining active to the end of the game, it became a matter of luck which one of us came out on top, depending on which of us could sell of buy what we wanted to sell of buy. For instance, if I could have picked up those 300 pounds I was short and could have dumped off enough of my other currencies to make up my gold shortage, I could have made a strong run at first place. On the other hand, if a few of the inactive players would have leapt into the game at the end, snatching from my greedy fingers the marks that I picked up for from 9GU to 19GU, and that later ended up woth 52GU, then I would have ended up so destitute that even muggers would have given me their loose change. As it happened, though, I came in second with a net worth big enough to send me laughing all the way to the bank: ha ha ha ha ha ha ha ha ha! And for this you have no one to blame but yourselves! Ha ha ha ha ha ha ha ha." -Michael Boggs.

I am not planning to have another Bourse anytime soon. It was fun, but I am having to devote more time to school now (Electrical Engineering), am getting married in May, and Paul has lost interest in K'DOO work. After my new bride and I get settled, anything might happen - I may even open new games and start a new Bourse. (For those of you who were in PC, I am marrying assistant GM Lynn Simmons.)

K'DOO PAGE TWO:

Following is a set of rules for the Bourse that summarize our experiences. Should anyone be brave enough to do another one, these are recommended.

1. Each player in the Bourse begins with 10 units of each nation's currency (Austrian Kronen, English Pounds, French Francs, German Marks, Italian Lire, Russian Rubles and Turkish Piastre) and 500 units of gold.
2. Trading is initiated by submitting bids to the gamemaster (eg: "Buy 2 Pounds at 75" where 75 is the number of gold units the player is willing to pay per pound) and offers (eg: "Sell 1 Mark at 68"). All transactions are in gold.
3. Play is semi-continuous, with bids and offers dated as they arrive. Earliest dated bids and offers are executed first. All bids and offers must specify amount of currency and the price; prices must be in gold, and no fractional amounts are permitted. Split bids & offers are permitted (ie; same currency at different prices: "Buy 4 marks at 100 and 4 more at 75.")
4. lowest offers and highest bids are executed first. Currency will never be sold for less than asked or for more than offered. Where a difference in price occurs, the difference will be split and rounded to the nearest whole price. (A fraction of exactly $\frac{1}{2}$ will be rounded to the nearest even number.) Prices of zero or less are not allowed.
5. All transactions must take place through the GM. No units may be loaned or given away. Telephone orders will not be accepted.
6. Bids & offers may be conditional to events in the game on which the Bourse is based (eg: "Sell 5 piastre if Austria captures Smyrna, price at 10." No other types of conditional orders are permitted.
7. Negative balances of gold and currency are permitted.
8. When the Diplomacy game on which the Bourse is based ends, the market freezes, and the players redeem their currency for gold. The value (in gold) of each currency is ten times the number of supply centers held by the minting power, with 60 added to the winning power's currency value. (This 60 will be divided evenly among the winners of a draw.) Negative balances count DOUBLE and currency of defunct powers is worthless.
9. Up to ten players may participate. If a player fails to submit orders for two turns in a row, he loses his position, which is turned over to a standby.
10. Players may place a time or turn limit on their orders ("withdraw after November 17th," "Withdraw after Spring 1906.") Orders older than 3 month will automatically be withdrawn.
11. A Market Summary will be published each turn, showing the number of units transacted in each currency, the high sale, the low sale, and the average. The highest standing buy price and the lowest standing sell price for each currency will be shown, and the current holdings of each player. Time and space do not permit the publication of individual transactions.
12. Errors detected or suspected should be reported to the GM immediately, and, if verified, will be corrected on the next summary. In order to minimize errors, players are asked to cooperate with GM requests for method of submitting orders (such as the card system). The GM will employ checksums, which will automatically catch most errors. (The total amount of any currency, and gold, including negative balances, is constant from turn to turn, and should always be ten times the number of players, or, for Gold, 500 times the number of players.)

As you can see, the primary change is that the unit of currency is now the trading block, whereas 100 units of currency was before. What this does is to eliminate a lot of useless zeroes. Limiting the game to ten ACTIVE players should also eliminate a lot of useless zeroes of another type. Hopefully, with ten active players, market activity should stay high.

3/8/77

1976JB

GAMEMASTER: Michael W. Boggs (Note change of address)
1623 Victory Blvd. #2, Glendale, CA 91201

WINTER 1901: AUSTRIA: even ENGLAND: NBR stand by builds used. A Edi.
FRANCE: A Par, F Bre GERMANY: A Mun, F Kiel ITALY: even
RUSSIA: F StP(nc), A War TURKEY: A Con, F Smy

PRESS

PARIS: Those who read both England's and my press may have noticed that my "paragraph count" was off. This is because two paragraphs on my copy were condensed into one for the press. Whether this was a deliberate attempt to discredit France is being investigated! Any powers responsible will be punished.

As proof that we can count, we present: $1 + 1 = 2$, $1 + 2 = 4$ 3. Those wishing further proof may send cancelled stamps to be counted!

France will not support England's open letter without the approval of Turkey.

VICTORY BLVD: Spring 1902 moves due at my new address on April 2nd. With any luck I should be staying here awhile, so keep those moves (& stand-by moves) comin' in folks!

SACRIFICENT: By "with any luck..." he means that the landlord doesn't find out he's a Diplomacy gamemaster.

1976DE

GAMEMASTER: Gary L. Buree, 211 Alden St., Apt 343
Wallington, N.J. 07057 (201)472-9579

FALL 1903: THREE GREAT POWERS TAKE A BREAK AT BERLIN McDONALD'S

AUSTRIA: Dahnke (6) A Ven*→Rome, A Tyr* S A Boh, A Boh* S A Tyr, A Gal*→War,
A Ukr→Mos F Gre* S TURKISH F Aeg→Ion CENTERS: Rome, Sev, Ven, Gre, Mos (7) build 1

ENGLAND: Weswig (5) F MAO→Wes*, F Iri→MAO*, A Bel→Pic*, F Eng* S A Bel→Pic,
F Nwy* H CENTERS: Home, Bel, Nwy (5) even

FRANCE: Bear? (4) Mir F Bre*, A Par*, A Gas*, A War* all hold CTRS:Home(3)remove 1

GERMANY: Hance? (5) Mir A Bur*, F Hol*, A Ric*, A Mun*, A Sil* all hold
CENTERS: Home, Den, Hol (5) even

ITALY: Dave Ditter (4) A Rom*→Nap, F Tyr*→Nap, F Tun*→Ion, A Spa→Por*
CENTERS: Rome, Nap, Spa, Tun, POR (5) build 1

RUSSIA: ~~44/44~~ (4) Mir F Swe* H, A War* H, A Mos /d/ R OTB CENTERS: StP, War,
Swe, (3) build 1

TURKEY: Hudoe (6) F Ion→Apu*, F Aeg→Ion*, F Smy→Elad*, F Bla→Con*, A Sev* S
AUSTRIAN A Ukr→Mos, A Rum→Ukr* CENTERS: Home, Bul, Rum, Sev (6) even

Winter builds and removals and Spring 1904 moves are due April 2.

STANDBYS: FRANCE: Thomas Slaughter, 7386 Kingsbury, St. Louis, MO 63130

GERMANY: David Forte, Apt 412, 11800 Edgewater Dr, Lakewood, Ohio 44107

RUSSIA: (Will take over position) Paul D. Funkenbusch, 110 W. South
Ave, Houghton, Mich 49931.

* * * * *
Answers to "You Be The Gamemaster" on page 4.

1. France: F Bre*→Pic Two units may not exchange spaces.
England: A Pic*→Bre
2. France: F Bre→Pic* Two units may exchange spaces if one is convoyed.
England: A Pic→Bre*
F Eng* C A Pic→Bre
3. France: F Spa(ne)*→Por This is known as the coastal crawl and is not
F Por*→(se) allowed as it is actually two units exchanging
spaces.

* * * * *

Send in your own problems and questions to "You Be the Gamemaster."

THE DIPLOMAT'S OTHER TABLE

Hot Fudge Sundae Cake

by Mike Boggs

1 cup flour	1 tsp vanilla
3/4 cup granulated sugar	1 cup chopped nuts (if desired)
2 1/4 Tbs cocoa	1 cup brown sugar (packed)
2 Tbs baking powder*	1/4 cup cocoa
1/4 tsp salt*	1 3/4 cups hottest tap water
1/2 cup milk	Favorite ice cream
2 Tbs salad oil	

*If using self-rising flour, omit baking powder and salt.

Heat oven to 350°. In an ungreased square pan 9x9x2 inches, stir together flour, granulated sugar, 2 tablespoons cocoa, and the baking powder, and salt. Mix in milk, oil, and vanilla with fork until smooth. Stir in (optional) nuts. Spread evenly in pan. Sprinkle with brown sugar and 1/4 cup cocoa. Pour HOT water over batter. Bake 40 minutes. Let stand 15 minutes. Cut into squares. Invert each square onto dessert plate. Top with ice cream and spoon sauce over each serving. (Cake makes its own sauce.) 9 servings.

MENSA 6

1073 EN

GAMMASTER: FANGMASTER

SUMMER 1904: Italy F Aeg R Smy; Turkey A Ser R Gre
FALL 1904: GERMANY STAGES FULL SCALE INVASION OF FRANCE. END IN SIGHT FOR AUSTRIA, CAN ITALY BE FAR BEHIND?

AUSTRIA Wartenber (2): A Ser S A Tri /c/ R(Alb,OTB)*, A Tri* S A Ser
CENTERS: Tri, ~~W~~ (1) remove 1

ENGLAND Koenig (4): F Spa(nc)* H, ~~F Wal* H (unord)~~. F Wal* H (unord)
CENTERS: Home, Spa, POR (5) build 1

FRANCE Carawan (4): F NAO*-Nwg, A Par* S A Bre* H, A Mar*-Pie
CENTERS: Home, ~~F~~ (3) remove 1

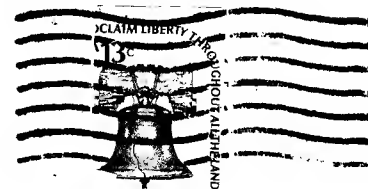
GERMANY Vagts (6): F Den* H, A Mun-Bur*, A Bel-Pic*, A Tyo*-Pie, A Hol-Ruh*,
A Bur-Gas* CENTERS: Home, Den, Hol, Bel (6) even

ITALY Reynolds (4): F Smy-Aeg /d/ R(ENed, Syr, OTB)*, A Apu*-Nap, A Rome*-Nap,
A Ven* S AUSTRIAN A Tri CENTERS: Home, ~~T~~ (3) remove 1

RUSSIA Straten (8): F Swe-Ska*, F Rum* H, A Gal*-Bud, F Nwy*-Nwg,
A Vic* A Bud*-Tri, A Boh*-Tyr, A StP*-Nwy CTRS: Home, Nwy, Swe, Rum, Vic, BUD (9) build 1
TURKEY Young (6): F Aeg* S F Con-Smy*, F Ion* C A Alb-Tun*, A Bul* S A Gre-Ser*
CENTERS: Home, Gre, Bul, Ser, TUN (7) build 1

Autumn 1904 and Winter 1904 due April 5. Because there are two retreats and two removals involved I will not call for Spring 1905 on that date but if everyone submits them I will run them.

What manner of research took the Fangmaster to Los Angeles? See page 3 of CLAW & FANG #76 sent your way by DON HORTON 16 Jordan Ct., Sacramento, Calif 95826



___ Your subscription expires this issue
___ Your subscription expires next issue
___ You have been asked to standby in a game

FIRST CLASS MAIL

FIRST CLASS MAIL

FIRST CLASS MAIL